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Application Date : Oct. 28, 1938. No. 31255/38.

Complete Specification Accepted : Aug. 3, 1939.

COMPLETE SPECIFICATION

An Improved Game Apparatus

I, ALBERT JOHN RATLEY WADMAN, a British Subject, of "Astor House," Aldwych, London, W.C.2, do hereby declare the nature of this invention and in what manner the same is to be performed, to be particularly described and ascertained in and by the following statement:

The present invention relates to an improved game apparatus.

According to the invention apparatus for playing a game of skill comprises a plurality of sticks of wood or other material each of which has two opposite faces substantially plane and parallel, the other opposite faces of each stick being outwardly curved and uneven.

These sticks which may be of different colours are placed one on top of the other by a number of players, the sticks being built up on the top of a cup or the like of flat regular surface. The first player to be the cause of dislodging the stack of sticks has to withdraw from the game. This continues until the last player who is the ultimate winner of the game.

The above description outlines briefly the chief features of the game which may be played in a number of different ways some of which will now be described, it being understood that the principle of the game as outlined above does not vary in the forms now to be described.

A game known as "Spillikin" or "Spellican" has been played in which a heap of small rods of wood, bone, or the like are placed on a plane surface, the object of the game being to pull off each stick by means of a hook without disturbing the rest.

In this game it is very difficult to build up a heap of any size, owing to the fact that it is not possible, due to the shape of the sticks, to build them up one on top of the other, to any great extent, without disturbing the heap.

The present invention has among its objects to do away with this disadvantage and to provide a game of skill so that the sticks may be built up to a greater extent and so add to the enjoyment of the game.

In the accompanying drawing Figure 1 shows the apparatus used in conjunction with the rules to be described and Figure 2 shows a perspective view of a stick as used in the game. The apparatus, Figure

1, comprises a cup 1 having sticks 2 (Figures 1 and 2) of irregular 4-sided section laid on the rim of the cup over the aperture and stacked one upon the other as shown, the rim being of regular surface.

The game may be played according to the principle outlined above in the form of a "Patience" game. This game is played by one player only, the player building up the sticks on the rim of the cup, building up as many sticks as possible until the stacked sticks collapse.

Another form of the game "More and More" comprises dividing the sticks equally amongst the players, each player laying two sticks on the cup the first time and the second time three sticks and so on, each player responsible for spilling the stack withdraws from the game until the ultimate winner is decided.

Another form of the game "Twos" can be played as a patience game above-described or competitively with two, three or four players. Each player takes sticks and a cup, all of one colour, stacking the sticks, laying two sticks on the cup the first time and four the second, and so on, the ultimate winner being the player with most sticks on the stack.

Another form of the game "Time Limit" restricts the players, commencing together, to a time limit for stacking their sticks, the winner being the first player to stack his sticks completely without dislodging any of the sticks on the stack.

A further form of the game "Pairs" is intended for sets of partners, the winners being the first set to stack all their sticks.

Another form of the game "Four-some" is intended for two pairs of partners sitting opposite each other, having sticks of different colours but only one cup. The players stack their sticks in turn clockwise and, once the stack is fairly large, each player endeavours to lay balanced sticks as traps for their opponents to force them to unbalance the sticks stacked.

Yet another form of the game is "Quickfire" or "All Against All" in which each player has one cup and an agreed number of sticks, the player to

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stack the sticks within an agreed time being the ultimate winner.

Although the game may be played according to the various forms and rules 5 herein stated, it may also be played in other different forms, for example, these various forms may be played with the players playing with their left hands only, with one eye or both eyes covered with a 10 bandage, or these forms of the game may be played with the players standing up.

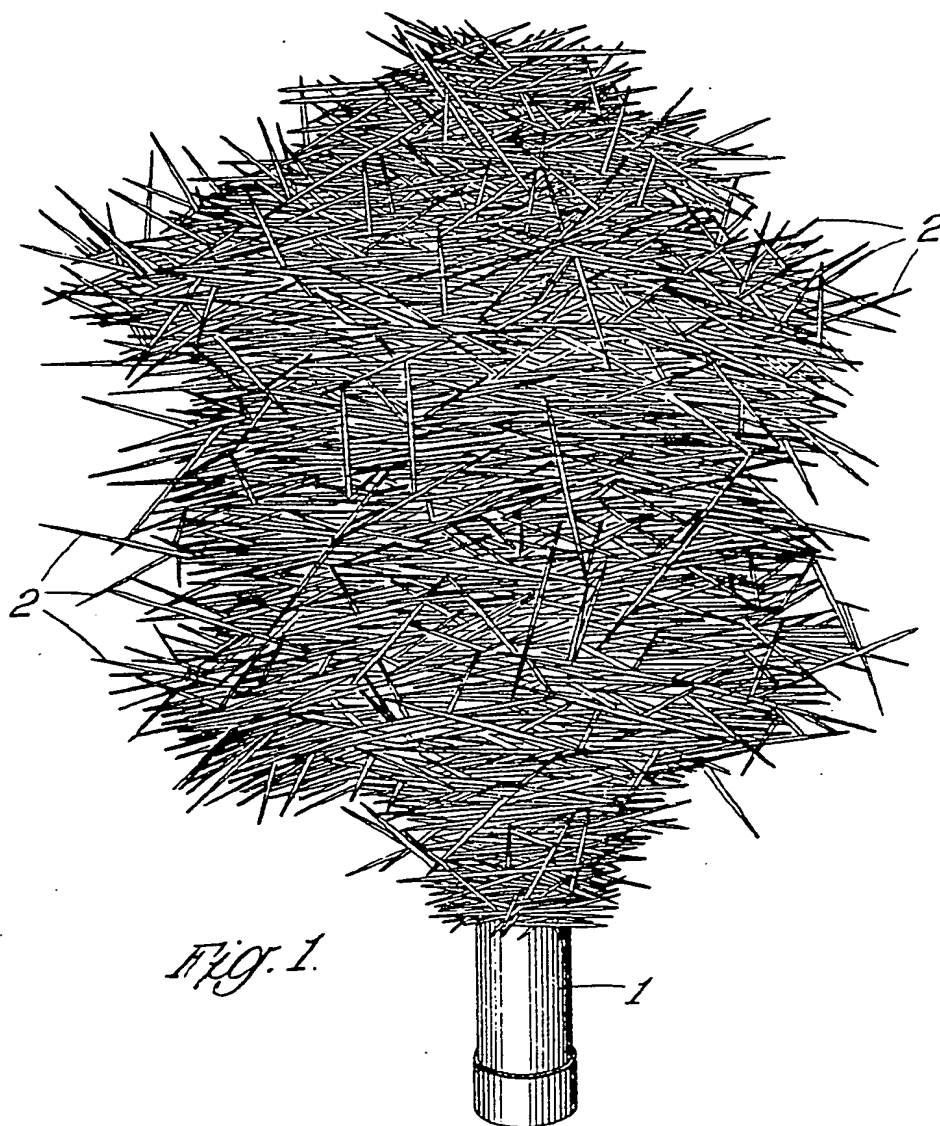
Having now particularly described and ascertained the nature of my said invention and in what manner the same is to 15 be performed, I declare that what I claim is:—

1. Apparatus for playing a game of

skill comprising a plurality of sticks of wood or other material, each of which has two opposite faces substantially plane and 20 parallel, the other opposite faces of each stick being outwardly curved and uneven. 2. Apparatus for playing a game of skill substantially as described herein 25 with reference to the accompanying drawing.

Dated this 28th day of October, 1938.

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*Fig. 1.**Fig. 2.*